Notebook of New Video Game Ideas : Book 15

Adam Jeremy Capps

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1 ♥♥ 3

1.) A fire flute sends out dancing people flames (little sized people made of fire, dancing) to attack your enemies.

2.) Different colors of flutes send out different colors of music notes. The notes transform into a thing, such as yellow to a tornado.

3.) An hour glass of different color sand, a red one, green one ect. The green one gives you free unlimited spells / magic until it runs out. The red one increases your attack power until it runs out, & such other things.

4 6

4.) There are doors w/ a clock on it and a time. The time means when you can enter. Different doors & times it means it goes to different places. However you have to find magic pocket-like watches to enter at all, ones which are stuck on a time.

5.) You can get the power to magically analyze certain things ~~for~~ their worth. You'll recieve a paper that tells you ~~the~~ what you can get from it from shop ~~to~~ shop or wanderers.

6.) You can summon a ram to ram an enemie's soul right out of their body.

7 9

7.) You see a valuable coin w/ a skull or monster head over it & if you want the coin you'll have to fight something for it.

And not just for coins but for weapons & items too.

8.) clf you agree to take a lesser weapon then you can have some money.

9.) clf within a cold area a storm appears to be ariving you must quickly leave, as ice spikes will start to come up right from the ground.

10 ♥♥ 11

10.) You can throw a weapon to a cube w/ a hand on it, it'll rotate in different directions like a dice (die) & depending on where it lands you'll recieve something.

When you throw it to that hand it'll grab it & disappear.

11.) There is a high cost "thief's boomerang" that greatly increase the thief's likelihood of stealing an item. cet is a one-use thing (high cost and one use so it will not be over-powered.)

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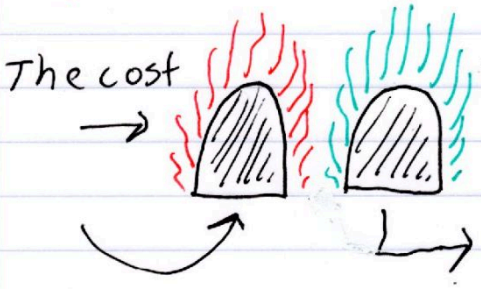
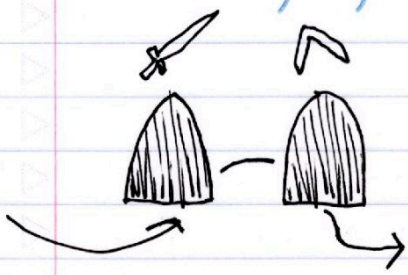
12 ♥ 13

12.) There are two doors. Each emits an energy, as of a color. The first door is what you lose. The second is what you gain. Red energy = power, green = mp. So you go right through the first door & then right out of the second.



13.) Can a simular way but exchanging one thing for another



As with this one, go through door 1 to change a sword for a boomerang.

14 15

14.) You can increase the power of a power-up before you get to it. Might even be in a different area of a different world (such as in a platforming game, but not necessarily.) By finding and hitting a power increasing block: every time you do, that powerup found elsewhere increases in power.

15.) A star w/ a face inside has eyes that change color. When the colors match then something comes from them. If they are 2 different colors then nothing happens.

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16 18

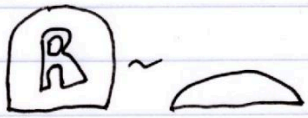
16.) You can be Holy anointed in a temple so that the undead cannot harm you. In fact if they touch you, they'll be sent to the underworld. You can Holy annoint bread too.

17.) You can summon a devil that has rope, ties up an enemy, & drags it to hell.

18.) You can free the dragon King. Looks like a human but w/ a dragon head (crown on top) & dragon wings. Trapped in a cage w/ a false throne. Free him & all the dragons in the game will help you from then on.

19 ♥ 20

19.) Special bonus areas give you an "R" switch. Once you step on it, a thing of a kind randomly changes into something else. Each random switch has its own kind of thing to change. One effects enemies, others weapons, shields, items, ect.

step on it. 

20.) A guy in a cave or room has 4 horns (the kind used to make sound) and tells you "choose one;" so you pick one of the four, use it, and something comes up from a circle which can either be good or bad, helpful or harmful.

21 ♥♥♥ 23

21.) A warp zone whereas a large star : wraps its left & right points around you as in a hug, & flies you further away.

▷ 22.) Special areas house a magic candle w/ the image of a monster. If you get there & blow out the candle, that monster will disappear from the game.

▷ 23.) A shield made of two wings which swooshes away enemies as it flaps, pushing out air. Black wings also harm enemies w/ its air. Gold wings turn enemies into gold.

24 25

24.) You can have an orb in front of you w/ a spirit inside. When an enemy attacks you w/ magic, it energizes the spirit. When an enemy physically attacks you it will crack open the orb, the spirit comes out to help you. Some are offensive & others defensive.

25.) W/ a special weapon you can turn enemies into letters, the letters of what they are. For example, if you hit a bat with it, you get the letters b, a, t. Then, if you are able to spell something out as found in a menu, you can get it. Such as if you can spell HERB or GOLD.

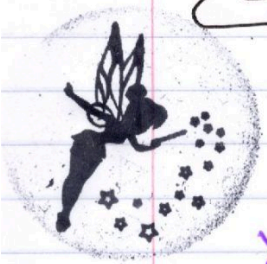
26 27

26.) On one level you can take away the harsh conditions in the next, per power-up. Such as removing the wind or ice in the next level, if you get it. Or it can make the platforming in the next area a little easier.

27.) If you get inside a large circle then you can move your character around like a cursor & even go right through solid things. Take your character right where you need him easily.

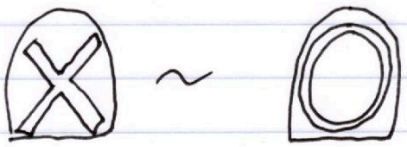
28.) A rainbow only made up of snakes — long snakes, gray, black, green, & a doorway beneath it leading to a wicked place.

29 ♥ 31



29.) In one area of the level you get two wings, but you only use them at the end of the level. If you have them at the end of the level you'll fly up to the bonus area.

▷ 30.) A large X blocks an entrance. With the O wand you can turn the X into an O opening.



▷ 31.) Sometimes during sleep you'll see a psychedelic doorway. If you press up then you'll enter into the doorway to a psychedelic realm. If you press down you simply wake up.

32 34

32.) You can summon little guys to make a bridge, ladder, stair case, boat, and other things. Rapidly the little guys build.

33.) You have super heavy boots only they only become heavy when you jump on top of something. Then they'll smash whatever is beneath.

34.) To get the key you need 3 blocks, the "K," "E," & "Y" blocks — to spell out KEY & once you do it's yours.

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35 37

35.) There are things written down in the game such as on signs, books, posters, ect., and if you read them w/ magic glasses they'll say something entirely different, offering you things, asking things.

36.) You can send large magical glasses around to spot secret entrances & items.

37.) A magical lense spots secret things & some work better than others, by percentage. The 10% one sees 10% secrets. Then 20% & so on. The 100% lense sees all secrets.

38 39

38.) You strike a candle for a power up. However sometimes the flame becomes larger. Not often though, & randomly. You might even have to wait beside a candle to see if it will do so. cif you do hit it when it has a larger flame, then the power-up you get will be enhanced.

39.) cif you get close to a computer icon in the game, one which looks like some 90s set up, it'll suck your soul into it, making you win an old style game before proceeding.

40 ♥ 42

40.) There is a magic key & 8 different treasure chests to open w/ it. However, it has to be done in the right order. The player gets the message "Not this one yet," if they are going against the right order.

41.) There's a magic key that requires the magic of a full moon's light to work. So you place it on a certain thing under a full moon to give it the magical energy it needs.

42.) A statue with a sword, maybe another w/ a wand, imparts power down on you if you go to it during a full moon.

43 45

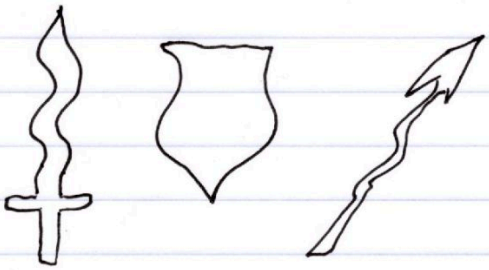
43.) You can turn a snake into a staff & you can do so in different ways. If the snake has eaten a rabbit then the staff will have rabbit magic. An egg, lizard, ect. to apply to that. If found on a magical tree branch then more power to it.

44.) You can turn fairies in the game into candy & when you eat it you'll temporarily become one.

45.) On the first day of spring & for a week, all things have magical energies & properties to take from them. Choose carefuly where you'll go to get what you need, as it's different place to place.

46 47

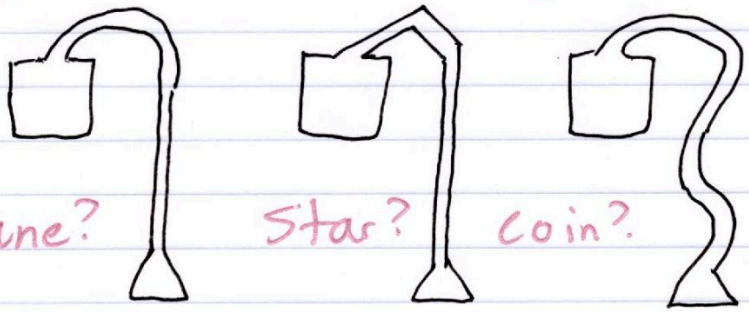
46.) When you are at full power your shield, sword, & other weapons have a wave shape & extra power.



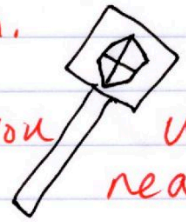
47.) On a normally stormy area you can rest your sword into a certain pedistal, & after lightning has hit it 3 times, it'll have added power. Get to it in time, because if hit 4 times it'll break, become useless. You'll know by the lightning symbols on the pedistal how many times it's been hit.

Been hit twice →

48.) You can know what kind of powerup is inside a brick by what is holding it up:



49.) A staff w/ an image on it will take you to the nearest one of them. Like if an image of a herb, a coin, is on it & you use it you'll be taken to the nearest one.



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50 51 52

50.) A wand takes the color from something. Whatever the color of something is, is taken & automatically put into bottles, for mixing & magical uses.

51.) A cape makes you invincible against enemies who are of the same color. Such as a white cape making you invincible against skeleton, & a black one against bats. However the more it is used the more raggedy it becomes until it becomes useless.

52.) You can send out flying nets of a color & the net captures the nearest thing of that color.

53 54

53.) An ordinary energy bar:

A super-powered one w/ a defense-up powerup:

54.) A slimey watch causes things to happen to you based on the time on the timer when you hit it.

A thing happens for 1:25 left in the timer, for 3:00, ect.

Maybe the less time left in the timer the worse it is.

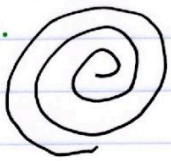
55 ♥ 56

55.) In a platformer during a level you can get things to use in the bonus level (assuming you get to the bonus area) such as plant lifting gloves, a hammer, a fishing pole, a shovel, & so on. So like if you get a hammer then you can use it to get something in the bonus area. If you get a shovel in the level then take it to the bonus area, you can dig for treasure.

56.) If you decorate a special tree not long before spring comes- collecting bulbs, ribbons ect.- the fairies & magic rabbits will gather around it & will reward you.

57 59

57.) A beastly statue has a twirl on its stomach that comes out & if it hits you you are sent to its dimension.



58.) clf you see a really nice weapon w/ a twirl going around it, contact it, you'll be sent into a fight. clf you win that fight (against whatever, a spirit) then you'll be given that weapon.

59.) You may see a twirl type thing during a random battle. clt doesn't attack you. But if you touch it then you'll be sent to a harder fight. Which is good if you want more experience points.

60 ♥♥ 62

60.) on a platformer a little creature asks "can you go back to level two to get (something) for me?" cat is back-tracking but he'll give you a few one-ups or something for it.

61.) You can find magical full moon coins. They are worthless until the next full moon. But when the full moon comes they become 50 Gold or however much.

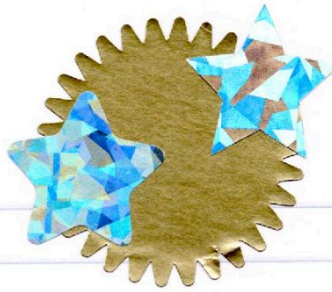
62.) You can get "season" gems. you collect them until the season for them comes. Then, when the season comes, go to a special place to be rewarded according to how many you collected.

63 ♥ ♥ 64

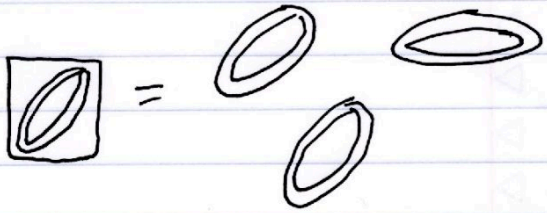
63.) A magic bottle that goes straight down the dirt, captures an underworld creature, for you to use, then returns up.

And the type depends on what area it was used (forest, desert, plains, graveyard, will all have different things come into your bottles.

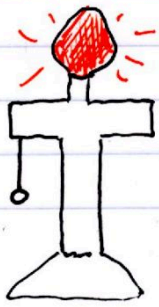
64.) On a random battle you can change the environment into the "Weapon room" or the "magic room" per a spell. You will go to a room w/ four neat weapons on the wall which you can use. Wands & such for the magic room. & you never know what those 4 weapons will be, as they change around.

65  66

65.) Hit the halo brick & halos will come out & go onto the skeletons & undead, turning them into angels which go up into heaven.



66.) In a point & click game you find a razor sharp knife. Use it in a carpeted area cutting out a square which leads to a doorway to a grotesque dungeon. Avoid the evil spirits inside. A Holy lamp scares away the bad spirits inside.



67 ♥♥ 68

67.) cln a point & click game you find a magic book in a basement. You take it to a fire place to burn it. Then the smoke goes around you. You become smoke yourself & you leave through the chimny outside of the cursed house, become human again outside. The whole haunted house burns down. Evil spirits are seen escaping it, & you are human again. That's how you win the game.

68.) cln a point & click game you gain the ability to talk to spirits & you know where they are because things move around because of them (even though they are invincible.) such as a swing outside going up & down.

69 ♥ 71

69.) cln a point & click game spirits will help you, because they want to leave the haunted house they are trapped in.

70.) cln a point & click game some of those spirits are trapped inside a thing that you must free them from, & doing so earns their help.

71.) cln a point & click game there is one area w/ a clock going backward & be careful not to go there as it'll reverse game time, what you've gotten & what you've done.

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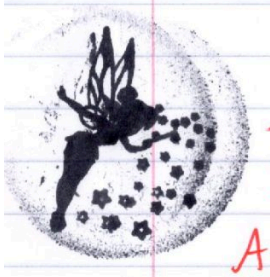
Free anonymous help.

72 ♥♥ 73



72.) On a point & click game there are two swings outside. At certain times a spirit swings on one of them. If you start swinging on the other one at that time, the spirit will stop, become visible, & tell you something you must know to proceed.

73.) On a point & click game a room has a piano and a seat. Sometimes a spirit appears & starts to play the piano. If you sit down and listen to his music he will thank you for it & reward you for listening. He'll open a door for you that you cannot otherwise open.

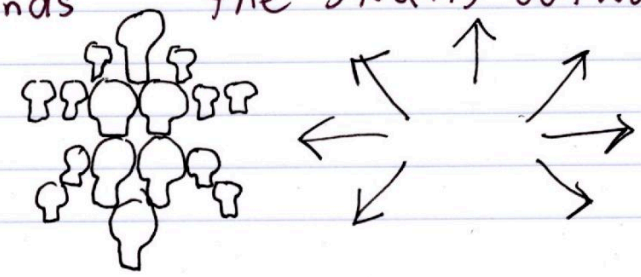
♥

73 ♥ ♥ 74

(mist.)

73.) Can a point & click game there is a room where a spirit is painting a little at a time. Ever so often it paints. When you've gone into the room when the painting is done you are taken into it as another dimension. You find something useful there. You return to the ordinary home afterwards.

▷ 74.) A tree made of skulls (shaped like a tree) blocks your way, because if you touch it you die. So you must use a Holy spell on it to remove it. Spell sends the skulls outward



75 76

75.) on a point & click game there is a grave that has an upside down cross on it. you find the upright cross, place it there, & a spirit comes out leaving an opening for you to venture into.

There's a second grave w/ weeds & thorns all around it. With that one you find and toss roses on it. The weeds go away. A spirit leaves & you can go down into it.

▷ In a p&c game there is a cup of blood & a cup of holy water. They are gotten in different areas. If you drink the blood w/o right away drinking the holy water afterward, you'll die. But if you drink the holy water right after then you'll temporarily become a free roaming spirit.

77 79

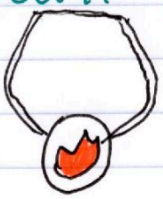
77.) There's a Santa Muerte like altar in a point & click game. You bring coins & gifts to it as found in various areas of the game, & then you can go on to a new area.

78.) In a point & click game there are idols that serve you if you tithe to them. There is also a table where you can play simple board or card games w/ spirits & if you win you are given money for the idols.

79.) In a p&c game you find pentagrams ⛤ and once held the message "a circle has appeared somewhere," is shown. Then in one room or another is a magical circle you can enter into.

80 81

80.) When wearing the Fire Necklace if you are near any flame you'll be transported to hell.



Also a fog, cloud, rain, wind, ect. necklaces which transport you to special places when worn under those conditions.

81.) When you are at the border of an environment and use a certain item /spell/ a thing you aquired then that environment will expand into an area not previously there. More forest w/ the forest gem or amulet for example.

82 83 84

82.) There is a " resurrection" shop in the game which brings back all kinds of beings, monsters, beasts that were extinct, one at a time at a price.

83.) You can cause entrances to appear in the game a little at a time, one's which were not there before, such as a new cave some place, or behind a waterfall, even though you were no where near them.

84.) Holliclays happen in the game, special events & things, & in a special bed you may sleep in it until that time comes.

85 ♥♥ 87

85.) You can combine 2~3 statues to make it into something that will help you in a certain way. One statue has a kind of weapon, another wings, and all other kinds of differences to combine into one, bring into life, to help you.

86.) There are magical pedestals which you can transport weapons & items to, & collect it in 3 days, it'll be enhanced & more powerful than before.

87.) You can transport anything to a place which has a scientist examine it & he'll let you know its uses & help you combine various things according to what you want.

88.) You can transport decorations to a tree, auto-placed when you do. The more decorations you send to it, the larger the tree gets, and the better the decorations the better the effect. The effect is, that you can go to it on the first day of spring & it'll impart on you nice things.

And imagine that in an online multi-player game.

89.) The game needs things for everyone to progress, as in an online game. Such as bridges being made or fixed. For a real-world feel, until it happens the gamers are stuck. It brings a lot of cooperation.

90 91

90.) A magic fire. Throw something onto it, it'll become smoke, rise up, then come down to you more powerful than before.

91.) When you beat certain enemies you'll get a coin w/ their face on it, such as a black dragon coin. The harder the enemy was, the more the coin is worth. & If you defeat two or more of them, that number is added to the coin.

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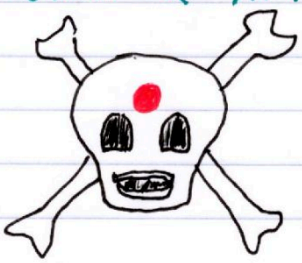
92 ♥ 94

92.) If you shoot a heart in the sky a cupid will come down & increase your energy / HP.

▷ 93.) A yin-yang blanket comes down to you, wraps around you, increases both offense & defense, then disappears.

▷ 94.) This floating around (see image) & if you hit it right onto the red dot w/a arrow, the bones will go around & hit your enemies.



95 ♥ ♥ 97

95.) Turn a monster head into a bucket. put your herbs inside. once you eat them you'll be more powerful than that monster.

96.) There's an "evolution mode" in the game as a form of easy mode. when you play in evolution mode you'll adapt to things that harm you, such as spikes. The more you die from them the less you'll be harmed by them, in evolution mode.

97.) you see two strong arms & hands holding a shovel, quickly digging a hole, until fire comes up from it. which they then grab you & bring you down into hell.

98 100

98.) There's a firey well that you must toss holy things into to keep nearby dangerous enemies at bay. When you do, all kinds of smoke comes out, goes around the area, & you are protected.

99.) When you throw a cross into a well this mist will come out going upward. Jump on it & you'll be taken to heaven, or perhaps just a cloud treasure place.

100.) The ashes from a giant insense gives you a scent that attracts helpful spirits & deter bad ones, and sends away monsters.

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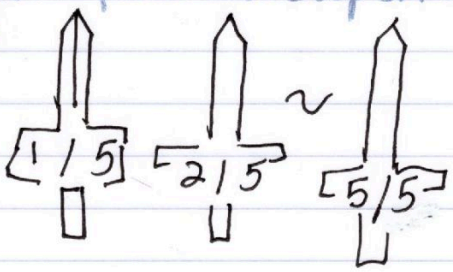
The ideas are free!

101 ♥ 102

101.) You can win a free weapon or item of your choise. The store will give you one of whichever one you want. Maybe the weapon has a fraction on it & you need as many as the fraction shows, such as 1/5 means "get five of" then you can get your free weapon. For example:



102.) You can send out an arrow or a boomerang & with the press of a button turn it into acid, slime, or some other fluid, right before it hits the enemy.

103 ♥ 105

103.) Every 15 times a shield is hit it becomes a pool of energy- increasing fluid, which you can step into.

104.) Crystal arrows allow you to press a button as soon as it is sent out to emit lots of magical energy.

105.) There are "wall hands" as in the kind which grab you & take you to an earlier area, setting you back. But there are also "wall arms" which not only take you back to the start, but also pounds you to death.

106 108

106.) When you get a heart w/a letter in it, enemies names starting with that letter will be nice to you. Such as "S" with skeletons:

107.) cef you accidentally hit an upside down heart w/a letter inside, they'll become meaner instead.

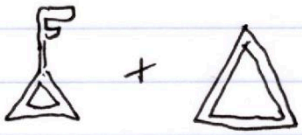
108.) Some powerups are in a hand, in a ball, & when you strike it to get it, the ball cracks, hand drops it, then comes after you.

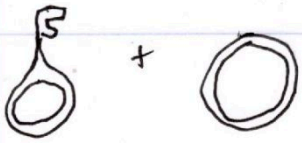
109 ♥ ♥ 110

109.) there's blocks w/ the image of monster's faces in them. clf you hit one right after you beat one of those monsters, you get a power up.

110.) clr the level before the bonus level as many enemies you kill will be there in forms of bricks you can hit, each for an item.

111.) Magic keys bring up magical doorways based on the key's shape and shapes you get close to while having the key.

 gets larger, enough to go through.



111 ♥ 113

111.) Having the ability to turn ghostly energy-based things into a solid. A ghost carries a thing you can turn into a solid, which it then will drop.

112.) A statue w/a sword. You can place a crown on its head. Maybe it's even a statue of a king. The better the crown you put on its head the better the sword in its hand, which you can then take.

113.) On your team you have a powerful character but he is cursed. He becomes a statue & flys away to some random place, needs to be found, & brought back to life.

114 115

114.) Each of your items in your inventory makes a sound when they are either ready to use or are more powerful or enhanced. For example a wand has a sound, a sword its own sound, and herbs when they will cure you more.

115.) cItems are protected in an energy barrier of 3 different shapes: circle, triangle, & square. you need a special item to pass your hands through & grab it, One per each shape. maybe like a glove with a circle on it for example.

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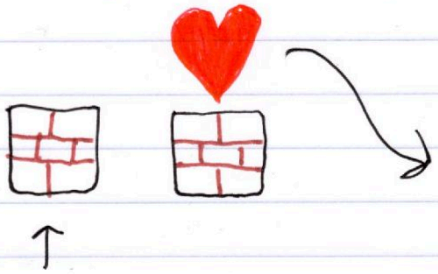
116 ♥ 117

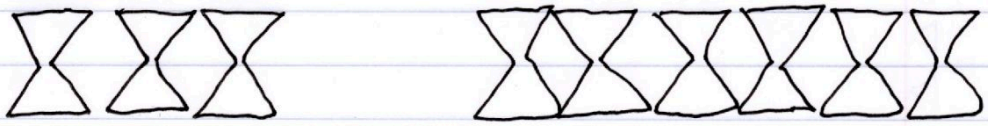
116.) 4 objects in the game transports you to special areas you cannot otherwise go to. A broom, which you fly on. A figure of a bird once you interact with it. One of a horse or unicorn, & a small hot air balloon. Let's make the hot air balloon be a painting on certain walls. There isn't only one of each to find, but many.

117.) A heart comes out of a brick & follows you. If you get it to hit an enemy that enemy will be nice to you instead.



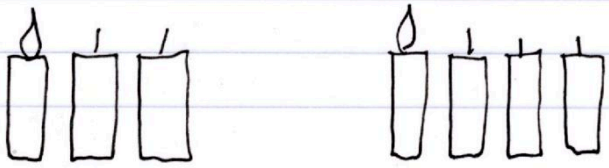
116 ♥ 117

116.) You can collect hour glasses & make them run down one by one (not all at once.) And the more you have the better the thing you get or something that happens. such as if you have 3, or have six:



Getting 3 & letting them run down gives you something lesser than if you do it w/ 6.

117.) The same as above only w/ candles & it takes longer, but you'll get something better.



118 120

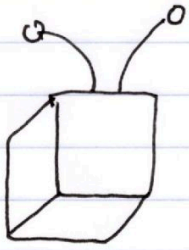
118.) There's a spell called glitter which comes in various colors, red, blue, ect., each w/ their own effect. Maybe used against enemies weak against light. Or maybe just used to "brighten up" the environment & the things within it.

119.) You can throw a brain into the skull of a skeleton, returning them to life, making them no more harmful as they have a brain now.

120.) Once stricken, candles give you powerups. However there are also 2 candles leaning together which give you something better.

121 122

121.) When you hit a cube, the most top part of a head comes up, such as rabbit ears or horns. That lets you know what's inside. The top of the cube has two holes. If you want/need what's inside then hit the block again & a doorway on the cube opens, then that thing comes out.



122.) You have a flute with which you can play the first melody of the level's music for something to happen.

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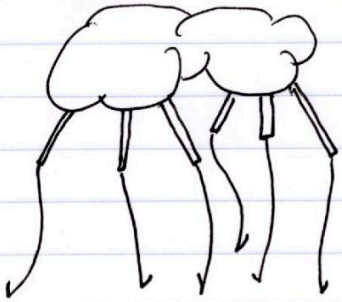
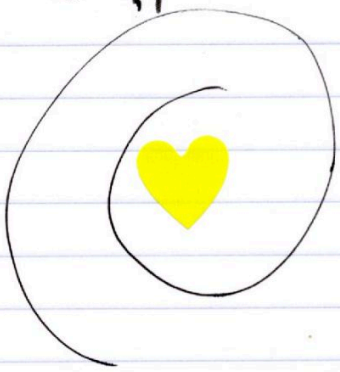
123 124

123.) You can cause multiple fishing poles from a cloud to appear. Their hooks & strings come down, capture every enemy on the screen, bringing them up to a cloud that disappears.





124.) There's a large head flying around. If you hit it it'll start crying and wailing. So much that the entire area gets flooded w/ its tears.

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125 127

125.) There's a head flying around & if you hit it it yells so loudly that you lose your hearing. First you hear a ringing in your ears & then you can no longer hear the music in the level.

126.) there's a harmless head flying around but the more you hit it the more it becomes a skull, losing its hair, nose, ect. Once it is a skull & it hits you, you're auto-dead.

127.) Hitting a certain part of a statue gives you that thing, such as its sword. But hitting it's heart makes it come alive to help you.

128 129

128.) A flag w/an image on it sends you to a thing of that image by directing you where to go. The trick is, w/o the flag the thing will not show up there. & you can find lesser to greater degree flags. Greater = greater thing found.

129.) You can direct where your boots will quickly take you to, item/powerup-wise. Or you have boots which drop you down into a different dimension through the floor when you need them to.

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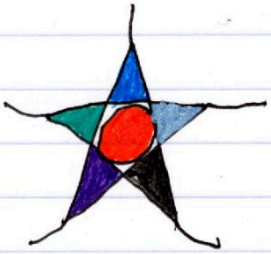
Book 15.

130 132

130.) Some powerups cost you 30 seconds in the game's timer. so if you get it you'd better get through the level faster.

131.) There is a star w/ a mouth. you can place a bomb in its mouth, which blows up the star, forming a black hole, which leads to another dimension.

132.) A star shaped bomb w/ 5 different fuses: one per point. Depending on which of the 5 fuses you light, the middle blows up & something happens.



133 135

133.) A large cup has an image on it which flashes to a smile to a poison face, randomly landing on one. If it lands on smile, it'll pour out its fluid on you to help you. But if poison, harmful!

134.) Theres a large stretched out hand in front of you. You place a star on it, which turns to many sparkle stars blown towards you, changing the area you are in in whatever way.

135.) In a platformer you can auto-tithe 10% of found money to a god of your choise which will then auto-help you through-out the game.

136 ♥ 138

136.) On a point & click game you find chalk which can be used to draw a door on a certain wall, & it becomes one you can pass through.

137.) On a point & click game you find a glove w/ magical symbols on it. Once worn you can use 4 "ghostly" hands to interact with the game, instead of one, making things faster.

138.) With a ghostly hand you get in a p&c game you can interact w/ more things, like crystal balls & magic tools, & even doorways lead to new places when opened by the ghostly hand.

139 140

139.) On a point & click game there is a grave in the yard w/an open pit. When you try & enter it it says "only the dead can enter." Elsewhere this black goo gets on you & you turn into a skeleton which can pass through, but you are stuck being that way, which is somehow disadvantageous. The better way in is with a "re-alive" necklace. When killed you'll become a skeleton, not really killed. So you can then go down into that grave pit. & if you want back to regular form, just take the necklace off.

140.) Dripping candles produce balls of wax that has uses for the player. They are especially powerfull when the candle is all the way melted.

141 142

141.) cln a point & click game there is a flag hanged up. cln another room a powerful fan. The flag has these symbols on them. When placed in front of the fan it waves around & a thing happens.

The fan can be moved around. you can light an insense behind it filling a room w/ health restoring smoke. & There are different insense to be found each doing their own thing.

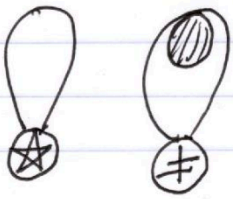
142.) cln a p&c game there's a magic fan, a small one, sort of lantern-looking, w/ a handle. Take it to a curtain & the curtain will be opened, showing a door you can pass through, which cannot be done w/o the fan.

143 ♥♥ 144

143.) To make idea # 141 better about the flags, you come up to the flag w/ your magic lantern-like fan to blow the flags around, causing something to happen.

Also use on: wind chimes, bells, pile of feathers, or dust.

144.) On a point & click game... place a magic necklace on a door knob & once opened it'll lead somewhere else. & maybe there are 2 or 3 different ones.



145 ♥♥ 146

145.) use a "speak" spell to have statues & other things talk to you. they say "take me to magic circle #5," or whatever number. so you place it there & it comes alive to help you. Make sure you have the right number though. If you place it on the wrong one it disolves & an evil spirit will drag you into the pit.

146.) There is a "tower of accomplishments" to climb. Go to floor 30 if you've reached level 30. However if you gained the Fire 3 spell you may go to floor 30 w/o that level. Each floor has treasure for you. "pay 10,000 gold & you may go to (this number) floor."

147 149

147.) A spirit of a color follows you. It doesn't harm you. So you go to a room w/ that color of light & it'll reward you. Or if you go to a glowing ball of a color, say red, take the red spirit there, be rewarded.

148.) Axes which turns ordinary trees into fruit trees. Such as the apple axe. Cut down a tree w/ it and it'll regrow as an apple tree.

149.) If you worship the mountain god & are near a mountain, you will sometimes hear a horn being blown. So accend the mountain at that time to find treasures on the top.

150 ♥♥ 152

150.) If you worship the forest spirit (tithe to it & such) and are near a forest, you may hear a pan flute playing. So enter into the deep of the forest at that time & find treasure.

151.) If you worship the sea god you may sometimes hear a singing voice at the beach. So go out in the sea at that time & you'll be lead to a small island of treasure.

152.) If you worship the afterlife god in the game, and hear the voices of spirits near a graveyard, go to it & find an open grave leading to a magical place.

153 155

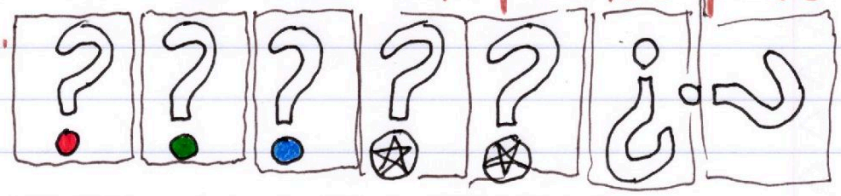
Send this up to the clouds whenever there is a storm, and all kinds of lightning will hit your enemies, but not you.

154.) Weapons change according to the environment. On the desert a weapon has a firey power to it. On the cold, icey. On the forest, things fly around.

155.) Whenever you see a red block w/ a pedestal beneath it, you can temper your sword there. & some of them have an image on them indicating a power imparted to the sword, like fire.

156 ♥♥ 158

156.) Different kinds of question mark bricks that provide power-ups.

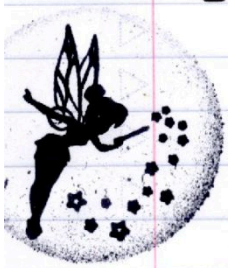


Each providing their own kind of thing.

▷ 157.) A hot air balloon has a net below it stuffed with items which you can shoot down & take. Maybe the net draws in things from above & it's something you send out & find later.

▷ 158.) If you feed a bird it will return to you later w/ a gift.

159 ♥ 160



159.) The enemy can turn your head into an image on a slot machine, one with 4 rows. The heads it lands on is the ones in your party harmed. If two or more of the same head shows, those are attacked more than once.

160.) Hitting a candle gives you a power up. However, you can also save the candles, form them into one larger one, which will appear in a secret place, strike that one & get a more power-up powerup.

Can be done w/ whatever provides a powerup. A question block for example can be sent to that secret area, & the more you send there the larger the question mark gets & the better the power up it provides.

161 163

161.) You can become an insect and eat other insects (but hopefuly not die by them) & when you become large again you'll have gained their power.

162.) You can become an insect which can find small valuable and worthwhile things. Once it is in your hands you can become large again & that thing you are holding will also grow in size.

163.) Let's difficult to catch certain things, such as magic rabbits. However you can enter into spirit form & they'll not see you.

164 ♥♥ 166

164.) On a random battle you can make a star appear in the middle. Cast the fire spell on it a few times, the star blows up, turns into a black hole, sucking in your enemies.

165.) A spell which freezes an enemy & then turns them into sharp shards, which goes after the other enemies.

166.) You can make a statue appear in the middle of a battle field, cast spell on it a few times (the life spell) & it'll come alive & help you.

167 168

167.) power ups & items appear in a cloud. When you touch them they fly above. Then, the next time you are in an upper cloud area it'll be there waiting for you.

168.) Later in the game, towards the end, you find a cave fraught with danger. A "last accomplishment" thing. At the end of that cave is a godly spirit which takes all of the money you earned in the game & give you that same amount. So if you've collected a million gold you'll get that amount, whether or not you've spent any of it.

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169 170

169.) Everytime you collect the pieces for a magic altar in full: The chalice, symbol, Wand, candle, ect., A scene appears of a ritual, & you gain a spell.

170.) On a random turned based battle you can cause your weapon to come to the center, cast spell on it, the life spell, & it'll come to life auto-attacking enemies. Maybe it's powerfull at first but gets weaker & weaker until it can no longer helps you and falls dead. Then it returns to you until next time.

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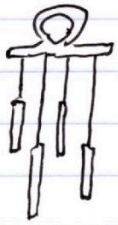
171 172

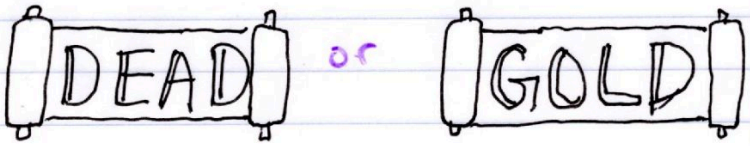
171.) Magic wind chimes w/a handle on them causes certain things to happen whenever an aied is windy & the more wind the better. What happens is also determined by what kind of aied you are in (forest, grave, plains, ect.)



172.) You get extra spells just from the environment you are in. When you cast them a certain amount of times you learn to use them wherever you are. Maybe the grid system (choose where your spells learned branches out) are different per environment, then inter-connect them.

173 ♥ 174

173.) you get a scroll as in a platformer, that opens once you touch it. cet then rolls out saying something or another. Which can either be good or bad. Might say

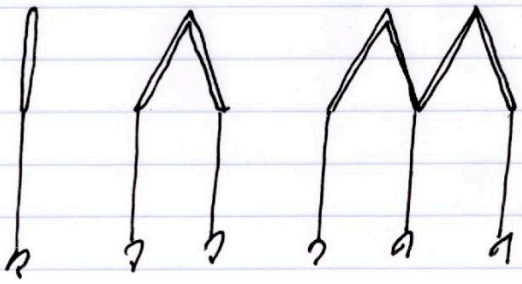


could say "find one more" & the next scroll you find is certainly good. To add to that effect, the next one you find will look golden.

174.) things on the wall are written in red and says something bad will happen to you, which will if you step in front of it. However you find an item which "turns red to green" & afterwards the words will say & cause a good thing instead.

175 176

175.) You can get a longer & longer fishing-pole type thing as:



176.) Transform into a plant. As a cactus, shoot out needles. As a venus flytrap eat enemies. As a thing w/ poisonous polen, poison enemies. As a sunflower absorb the suns rays to increase health, one kind of plant attracts fairies. Become vines which wrap around enemies. As garlic, repel the undead.

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177 ♥♥♥ 179

177.) A "time" card reveals itself at a certain time, giving you something when its time comes.

178.) A "condition" card reveals itself under certain conditions then gives you something. Such as: once you enter into a certain area, beat a certain thing, find a certain thing, got 100 gold, reached level 10, & so on.

179.) ef you hit a weapon on a gold ball then it'll come into the weapon like fluid, make it golden, and more powerful.

180 182

180.) You can get "the power of the eye." If you have it then eyes on the screen will shoot a damaging beam at your enemies. If you don't, then they'll shoot them at you.

181.) A cloud has images of things on it. If you jump onto it it'll carry you to a place that has them. You can also gain the ability to make them better.

182.) A cage with an item inside w/ a sign that says how much it costs. Such as "10 Gold." If you have 10 gold and jump onto it, it'll come out of the cage.

183 185

183.) A giant magical butterfly wraps you into a cacoon & you emerge as a different person.

184.) You can take potions to transform your body part by part: grow horns, different kinds of wings, magic hands, better eyes, magically infused brain, better ears, pointy ears, ect.

185.) Some things you can only open if you worship a god. (you worship them through tithes and sometimes following their instructions.) Those things have the god's symbol on them. Such as: cabinets, books, chests, doors, and scrolls.

186 ♥ 186

186.) As for worshipping gods in the game who in turn help you: tithe, follow the Rules of The God, help those who also serve it, for additional help do a thing requested of you, fight for it, empower it w/ magic stones. The rules it has for you is different from god to god. Some need little to no tithes, others a lot. Some might be bossy, others ask little of you. Some protect you more than others. Some would make you rich. You can also make idols for your god, from wood stones, crystals, or whatever. Some give you lots of magic spells. Others might prohibit magic.

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The End of Book 15

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